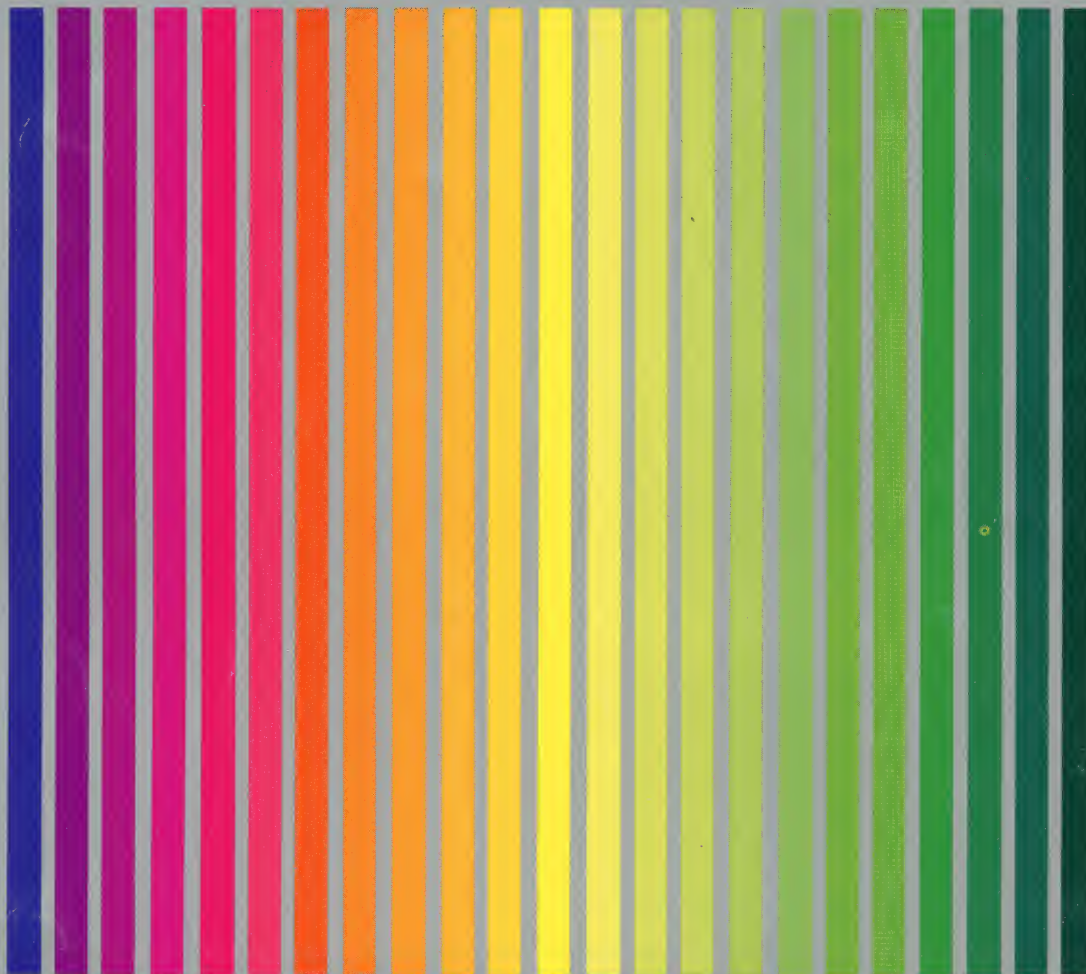


# APX ATARI® PROGRAM EXCHANGE



Richard S. Waller

## VIDEO MATH FLASHCARDS

APX-10048 APX-20048

User-Written Software for ATARI Home Computers

Richard S. Waller

## VIDEO MATH FLASHCARDS

APX-10048 APX-20048



# VIDEO MATH FLASHCARDS

by

Richard S. Waller

INSTRUCTIONS

9/1/81

Manual and Program Contents © 1981 Richard S. Waller

Copyright and right to make backup copies. On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software and to make backup or archival copies of the computer program for your personal use only, and only on the condition that all copies are conspicuously marked with the same copyright notices as appear on the original. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

## TRADEMARKS OF ATARI

The following are trademarks of Atari, Inc.

ATARI  
ATARI 400 Home Computer  
ATARI 800 Home Computer  
ATARI 410 Program Recorder  
ATARI 810 Disk Drive  
ATARI 820 40-Column Printer  
ATARI 822 Thermal Printer  
ATARI 825 80-Column Printer  
ATARI 830 Acoustic Modem  
ATARI 850 Interface Module

Distributed by

The ATARI Program Exchange  
P. O. Box 427  
155 Moffett Park Drive, B-1  
Sunnyvale, CA 94086

To request an APX Software Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)  
800/672-1850 (within California)

You can also call us at 408/745-5535.

## INTRODUCTION

### OVERVIEW

With VIDEO MATH FLASHCARDS, you can practice addition, subtraction, multiplication, division, or all four kinds of problems by answering the problems that flash on your TV screen in large numbers. These problems are just like those for regular flashcards you might have used to practice single-digit problems or answers. You try to answer as many problems correctly as you can within two minutes. The program counts your right and wrong answers, and gives you grade and a rank, such as NOVICE or MATH WIZ, based on how well you do. If you miss any problems, you can practice them again during the review stage.

HAVE FUN!

### REQUIRED ACCESSORIES

For cassette version

8K RAM

ATARI 410 Program Recorder

For diskette version

16K RAM

ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

### CONTACTING THE AUTHOR

Users wishing to contact the author about VIDEO MATH FLASHCARDS may write to him at:

6703 Donna Rae  
Seven Hills, Ohio 44131

## GETTING STARTED

### LOADING VIDEO MATH FLASHCARDS INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.

2. If you have the cassette version of VIDEO MATH FLASHCARDS:

- a. Turn on your TV set.
- b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
- c. Slide the VIDEO MATH FLASHCARDS cassette in the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
- d. Type CLOAD on your computer and then press the RETURN key two times. The tape will then load into the computer's memory.
- e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen of VIDEO MATH FLASHCARDS will appear on your TV screen.

If you have the diskette version of VIDEO MATH FLASHCARDS:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the VIDEO MATH FLASHCARDS diskette with the label in the lower right-hand corner nearest to you.
- c. Turn on your computer and TV set.
- d. When the READY prompt displays on your TV screen, type RUN "D:MATHCARD" and press the RETURN key. The program will load into computer memory and start.

## FIRST DISPLAY SCREEN

When VIDEO MATH FLASHCARDS finishes loading into computer memory, you'll see this screen of information:

MATH FLASH CARDS REVISION 1.0  
A 2 minute challenge

PRESS START FOR >>> ADDING IN 0-9 ORDER  
                          ADDING IN ANY ORDER  
                          SUBTRACTION  
                          MULTIPLY IN 0-9 ORDER  
                          MULTIPLY IN ANY ORDER  
                          DIVISION  
                          ALL 4 MIXED

Press SELECT key to change practice

To practice a number  
Press the NUMBER and then press START

Note press:  
    SPACE BAR to skip a problem,  
    any LETTER to erase 10's digit error,  
    START at any time to end early.

## SELECTING THE KIND OF PROBLEMS YOU WANT TO PRACTICE

Pick the kind of problem you want to work on and then press the START key after making your choice. The pointer (>>>) indicates the kind of problem the program will use for your drill. (On color televisions, the background color changes when you move the pointer.) If you press the START key right away, the program will use all addition problems. To practice other kinds of problems, press the SELECT key until the pointer points to the kind you want to practice and then press the START key.

### 0-9 Order

When you select either the ADDING IN 0-9 ORDER choice or the MULTIPLY IN 0-9 ORDER choice, the number next to the addition (+) or multiplication (x) sign can start with any digit, but this digit increases by one for each new problem until it reaches 9. Then the digit begins a cycle of starting at 0 and increasing by one until reaching 9.

### Practicing a particular number

If you want to practice your table of 5's or any other single digit except 0, press that number key before pressing the START key (this number won't display on your TV screen). If you combine practicing a particular number with 0-9 ORDER, you can practice addition or multiplication tables for any digit in order.



Practicing a variety of problems

If you want to practice all four kinds at once, select ALL 4 MIXED and then press the START key.

## GET READY...GET SET...GO!

You'll have two minutes to answer as many problems as you can. As each problem flashes on your TV screen, type in your answer by pressing a number key or keys at the top of your computer keyboard. Your answer will replace the question mark--?--on the screen. For example, if the addition problem:

$$\begin{array}{r} 7 \\ + \\ 6 \\ \hline ? \end{array}$$

flashes on your TV screen, type in

13

and the computer will respond:

RIGHT

and quickly display another problem.

When you answer correctly, the computer beeps and displays "RIGHT" as your reward. If you answer incorrectly, the computer growls a little and asks you to try again. If you don't want to try again, press the SPACE BAR at the bottom of your computer keyboard to go on to the next problem. (You'll have a chance to try missed problems again during the review stage.)

The clock in the upper left-hand corner of your TV screen counts the minutes and seconds that go by as you practice, and it stops after you enter a right answer, if it has reached 2 minutes. If you want to end your practice sooner, press the START key--the computer will give you a grade and rank for how you did up to that time.

## REVIEW

After you complete a drill, you'll do some review work to practice any problems you missed. The program can save as many as 20 missed problems. Your TV screen will display:

LET'S REVIEW

briefly and then it will display problems the same way it did during the drill. If you type in a wrong answer, the program will suggest the correct answer for you to type in and it will often give you that problem again later in the review. After you answer the problem correctly, the program goes on to the next missed problem.

If you don't want to do the review, or if you want to end it early, press the START key. The first display screen will redisplay and you can start another drill.

## DOING MORE PRACTICE DRILLS

When you finish a drill (and review), the first display screen will display again, with this sentence at the top:

WANT TO TRY AGAIN?

To do another practice drill, follow the same steps for picking the kind of problem you want to practice and pressing the START key to begin the drill. If you don't want to practice any more, press the SYSTEM RESET key and the READY message will display on your TV screen, indicating you're under the control of BASIC.

## SCORING

The program subtracts wrong answers from right ones. One right answer typed in every two seconds earns you the top score. Find out the highest rank!

## IF THE PROGRAM STOPS WORKING

VIDEO MATH FLASHCARDS is a BASIC Language program. If you accidentally press the BREAK key (it's at the right-hand end of the top row of keys), the problem will stop. If this happens, press the SYSTEM RESET key (the far right-hand top key) and wait for the READY message to display on your TV screen. Then type RUN and press the RETURN key. You can now start over.

## REVIEW SHEET

Use	To
-----	-----
SELECT	Pick ADDING IN 0-9 ORDER ADDING IN ANY ORDER SUBTRACTION MULTIPLY IN 0-9 ORDER MULTIPLY IN ANY ORDER DIVISION ALL 4 MIXED
SELECT	Change kind of problem
START	Start a 2-minute drill
START	Stop the drill
START	End the review
SPACE BAR	Skip a problem you can't answer

Don't use	Because
-----	-----
Letter keys	They do nothing (except erase a 10's digit)
RETURN	It isn't necessary and wastes time
BREAK	It will stop the program



## DISCLAIMER OF WARRANTY AND LIABILITY ON COMPUTER PROGRAMS

Neither Atari, Inc. ("ATARI"), nor its software supplier, distributor, or dealers make any express or implied warranty of any kind with respect to this computer software program and/or material, including, but not limited to warranties of merchantability and fitness for a particular purpose. This computer program software and/or material is distributed solely on an "as is" basis. The entire risk as to the quality and performance of such programs is with the purchaser. Purchaser accepts and uses this computer program software and/or material upon his/her own inspection of the computer software program and/or material, without reliance upon any representation or description concerning the computer program software and/or material. Should the computer program software and/or material prove defective, purchaser and not ATARI, its software supplier, distributor, or dealer, assumes the entire cost of all necessary servicing, repair, or correction, and any incidental damages.

In no event shall ATARI, or its software supplier, distributor, or dealer be liable or responsible to a purchaser, customer, or any other person or entity with respect to any liability, loss, incidental or consequential damage caused or alleged to be caused, directly or indirectly, by the computer program software and/or material, whether defective or otherwise, even if they have been advised of the possibility of such liability, loss, or damage.

## LIMITED WARRANTIES ON MEDIA AND HARDWARE ACCESSORIES

ATARI warrants to the original consumer purchaser that the media on which the computer software program and/or material is recorded, including computer program cassettes or diskettes, and all hardware accessories are free from defects in materials or workmanship for a period of 30 days from the date of purchase. If a defect covered by this limited warranty is discovered during this 30-day warranty period, ATARI will repair or replace the media or hardware accessories, at ATARI's option, provided the media or hardware accessories and proof of date of purchase are delivered or mailed, postage prepaid, to the ATARI Program Exchange.

This warranty shall not apply if the media or hardware accessories (1) have been misused or show signs of excessive wear, (2) have been damaged by playback equipment or by being used with any products not supplied by ATARI, or (3) if the purchaser causes or permits the media or hardware accessories to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties on media or hardware accessories, including warranties of merchantability and fitness, are hereby limited to 30 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties on media or hardware accessories are hereby excluded. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states also do not allow the exclusion or limitation of incidental or consequential damage, so the above limitation or exclusion may not apply to you.



# ATARI PROGRAM EXCHANGE

## REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program \_\_\_\_\_

2. If you have problems using the program, please describe them here.

---

---

---

3. What do you especially like about this program?

---

---

---

4. What do you think the program's weaknesses are?

---

---

---

5. How can the catalog description be more accurate and/or comprehensive?

---

---

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game software)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).



\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
8. What did you especially like about the user instructions?  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

9. What revisions or additions would improve these instructions?  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?  
\_\_\_\_\_  
\_\_\_\_\_

11. Other comments about the software or user instructions:  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

-----  
STAMP

ATARI Program Exchange  
P.O. Box 427  
155 Moffett Park Drive, B-1  
Sunnyvale, CA 94086

[seal here]



